## FIFO

You created a new FIFOHeap

threshold is 1

percentage is 1.0

9.597524 % objects cause not born error

90.40248 % objects were created successfully

0.0 % objects were updated successfully

0.0 % objects were created more than once

84,62332 % objects cause dead error

Time taken 2 minutes

The program reads 75052 lines per second

You created a new FIFOHeap

threshold is 10

percentage is 1.0

9.597524 % objects cause not born error

90.40248 % objects were created successfully

0.0 % objects were updated successfully

0.0 % objects were created more than once

84,62332 % objects cause dead error

Time taken 2 minutes

The program reads 89852 lines per second

You created a new FIFOHeap

threshold is 50

percentage is 1.0

9.597524 % objects cause not born error

90.40248 % objects were created successfully

24.630203 % objects were updated successfully

0.0 % objects were created more than once

75,88579 % objects cause dead error

Time taken 2 minutes

The program reads 91791 lines per second

You created a new FIFOHeap

threshold is 100

percentage is 1.0

9.597524 % objects cause not born error

90.40248 % objects were created successfully

34.434124 % objects were updated successfully

0.0 % objects were created more than once

72,17062 % objects cause dead error

Time taken 2 minutes

The program reads 82850 lines per second

You created a new FIFOHeap

threshold is 750

percentage is 1.0

9.597524 % objects cause not born error

90.40248 % objects were created successfully

51.84038 % objects were updated successfully

0.0 % objects were created more than once

59,95872 % objects cause dead error

Time taken 2 minutes

The program reads 86209 lines per second

You created a new FIFOHeap

threshold is 2500

percentage is 1.0

9.597524 % objects cause not born error

90.40248 % objects were created successfully

55.86515 % objects were updated successfully

0.0 % objects were created more than once

56,03715 % objects cause dead error

Time taken 2 minutes

The program reads 86795 lines per second

You created a new FIFOHeap

threshold is 5000

percentage is 1.0

9.597524 % objects cause not born error

90.40248 % objects were created successfully

57.000343 % objects were updated successfully

0.0 % objects were created more than once

54,45476 % objects cause dead error

Time taken 2 minutes

The program reads 88604 lines per second

You created a new FIFOHeap

threshold is 10000

percentage is 1.0

9.597524 % objects cause not born error

90.40248 % objects were created successfully

58.96113 % objects were updated successfully

0.0 % objects were created more than once

51,289986 % objects cause dead error

Time taken 2 minutes

The program reads 89852 lines per second

### 50 MB Threshold

#### 5%

You created a new FIFOHeap

threshold is 50000

percentage is 0.05

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.320946 % objects were updated successfully

0.0 % objects were created more than once

23,632612 % objects cause dead error

Time taken 2 minutes

The program reads 91135 lines per second

#### 10%

You created a new FIFOHeap

threshold is 50000

percentage is 0.1

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.320946 % objects were updated successfully

0.0 % objects were created more than once

24,767801 % objects cause dead error

Time taken 2 minutes

The program reads 89223 lines per second

#### 15%

You created a new FIFOHeap

threshold is 50000

percentage is 0.15

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.320946 % objects were updated successfully

0.0 % objects were created more than once

25,799793 % objects cause dead error

Time taken 2 minutes

The program reads 75497 lines per second

#### 20%

You created a new FIFOHeap

threshold is 50000

percentage is 0.2

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.320946 % objects were updated successfully

0.0 % objects were created more than once

26,934984 % objects cause dead error

Time taken 2 minutes

The program reads 95216 lines per second

#### 25%

You created a new FIFOHeap

threshold is 50000

percentage is 0.25

9.597524 % objects cause not born error

90.40248 % objects were created successfully

80.77055 % objects were updated successfully

0.0 % objects were created more than once

27,966976 % objects cause dead error

Time taken 2 minutes

The program reads 75497 lines per second

#### 30%

You created a new FIFOHeap

threshold is 50000

percentage is 0.3

9.597524 % objects cause not born error

90.40248 % objects were created successfully

79.42896 % objects were updated successfully

0.0 % objects were created more than once

29,102167 % objects cause dead error

Time taken 2 minutes

The program reads 84496 lines per second

#### 50%

You created a new FIFOHeap

threshold is 50000

percentage is 0.5

9.597524 % objects cause not born error

90.40248 % objects were created successfully

80.87375 % objects were updated successfully

0.0 % objects were created more than once

33,470932 % objects cause dead error

Time taken 2 minutes

The program reads 85630 lines per second

#### 99%

You created a new FIFOHeap

threshold is 50000

percentage is 0.99

9.597524 % objects cause not born error

90.40248 % objects were created successfully

72.205025 % objects were updated successfully

0.0 % objects were created more than once

36,42931 % objects cause dead error

Time taken 2 minutes

The program reads 84496 lines per second

### 75 MB Threshold

#### 5%

You created a new FIFOHeap

threshold is 75000

percentage is 0.05

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

18,266253 % objects cause dead error

Time taken 2 minutes

The program reads 90489 lines per second

#### 10%

You created a new FIFOHeap

threshold is 75000

percentage is 0.1

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

18,335052 % objects cause dead error

Time taken 2 minutes

The program reads 91135 lines per second

#### 15%

You created a new FIFOHeap

threshold is 75000

percentage is 0.15

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

18,335052 % objects cause dead error

Time taken 2 minutes

The program reads 91791 lines per second

#### 20%

You created a new FIFOHeap

threshold is 75000

percentage is 0.2

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

18,335052 % objects cause dead error

Time taken 2 minutes

The program reads 91791 lines per second

#### 25%

You created a new FIFOHeap

threshold is 75000

percentage is 0.25

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

18,575851 % objects cause dead error

Time taken 2 minutes

The program reads 87993 lines per second

#### 30%

You created a new FIFOHeap

threshold is 75000

percentage is 0.3

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

18,507051 % objects cause dead error

Time taken 2 minutes

The program reads 76401 lines per second

#### 99%

You created a new FIFOHeap

threshold is 75000

percentage is 0.99

9.597524 % objects cause not born error

90.40248 % objects were created successfully

63.364292 % objects were updated successfully

0.0 % objects were created more than once

44,719643 % objects cause dead error

Time taken 2 minutes

The program reads 79743 lines per second

### 100 MB Threshold

#### 5%

You created a new FIFOHeap

threshold is 100000

percentage is 0.05

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

17,50946 % objects cause dead error

Time taken 2 minutes

The program reads 84496 lines per second

#### 10%

You created a new FIFOHeap

threshold is 100000

percentage is 0.1

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

17,406261 % objects cause dead error

Time taken 2 minutes

The program reads 87993 lines per second

#### 15%

You created a new FIFOHeap

threshold is 100000

percentage is 0.15

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

17,406261 % objects cause dead error

Time taken 2 minutes

The program reads 76401 lines per second

#### 20%

You created a new FIFOHeap

threshold is 100000

percentage is 0.2

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

17,612658 % objects cause dead error

Time taken 2 minutes

#### The program reads 80245 lines per second

#### 25%

You created a new FIFOHeap

threshold is 100000

percentage is 0.25

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

17,578259 % objects cause dead error

Time taken 2 minutes

The program reads 88604 lines per second

#### 30%

You created a new FIFOHeap

threshold is 100000

percentage is 0.3

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

18,266253 % objects cause dead error

Time taken 2 minutes

The program reads 83392 lines per second

#### 50%

You created a new FIFOHeap

threshold is 100000

percentage is 0.5

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

18,438253 % objects cause dead error

Time taken 2 minutes

The program reads 87390 lines per second

#### 99%

You created a new FIFOHeap

threshold is 100000

percentage is 0.99

9.597524 % objects cause not born error

90.40248 % objects were created successfully

77.84657 % objects were updated successfully

0.0 % objects were created more than once

23,735811 % objects cause dead error

Time taken 2 minutes

The program reads 81788 lines per second

### 125 MB Threshold

#### 5%

You created a new FIFOHeap

threshold is 125000

percentage is 0.05

9.597524 % objects cause not born error

90.40248 % objects were created successfully

82.146545 % objects were updated successfully

0.0 % objects were created more than once

15,8238735 % objects cause dead error

Time taken 4 minutes

The program reads 49073 lines per second

#### 10%

You created a new FIFOHeap

threshold is 125000

percentage is 0.1

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16,443068 % objects cause dead error

Time taken 2 minutes

The program reads 82850 lines per second

#### 15%

You created a new FIFOHeap

threshold is 125000

percentage is 0.15

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16,443068 % objects cause dead error

Time taken 2 minutes

The program reads 82850 lines per second

#### 20%

You created a new FIFOHeap

threshold is 125000

percentage is 0.2

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16,546267 % objects cause dead error

Time taken 2 minutes

The program reads 83392 lines per second

#### 25%

You created a new FIFOHeap

threshold is 125000

percentage is 0.25

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

17,234262 % objects cause dead error

Time taken 2 minutes

The program reads 74180 lines per second

#### 30%

You created a new FIFOHeap

threshold is 125000

percentage is 0.3

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

17,165462 % objects cause dead error

Time taken 2 minutes

The program reads 87390 lines per second

### 150 MB Threshold

#### 5%

You created a new FIFOHeap

threshold is 150000

percentage is 0.05

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.17613 % objects were updated successfully

0.0 % objects were created more than once

8,015136 % objects cause dead error

Time taken 2 minutes

The program reads 88604 lines per second

#### 10%

You created a new FIFOHeap

threshold is 150000

percentage is 0.1

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.17613 % objects were updated successfully

0.0 % objects were created more than once

8,118335 % objects cause dead error

Time taken 2 minutes

The program reads 83940 lines per second

#### 15%

You created a new FIFOHeap

threshold is 150000

percentage is 0.15

9.597524 % objects cause not born error

90.40248 % objects were created successfully

83.419334 % objects were updated successfully

0.0 % objects were created more than once

10,870313 % objects cause dead error

Time taken 2 minutes

The program reads 82316 lines per second

#### 20%

You created a new FIFOHeap

threshold is 150000

percentage is 0.2

9.597524 % objects cause not born error

90.40248 % objects were created successfully

83.04093 % objects were updated successfully

0.0 % objects were created more than once

14,172687 % objects cause dead error

Time taken 2 minutes

The program reads 90489 lines per second

#### 25%

You created a new FIFOHeap

threshold is 150000

percentage is 0.25

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16,408669 % objects cause dead error

Time taken 2 minutes

The program reads 84496 lines per second

#### 30%

You created a new FIFOHeap

threshold is 150000

percentage is 0.3

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16,408669 % objects cause dead error

Time taken 2 minutes

The program reads 82850 lines per second

#### 50%

You created a new FIFOHeap

threshold is 150000

percentage is 0.5

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

17,612658 % objects cause dead error

Time taken 2 minutes

The program reads 81267 lines per second

#### 99%

You created a new FIFOHeap

threshold is 150000

percentage is 0.99

9.597524 % objects cause not born error

90.40248 % objects were created successfully

77.02099 % objects were updated successfully

0.0 % objects were created more than once

28,379774 % objects cause dead error

Time taken 2 minutes

The program reads 97396 lines per second

### 175 MB Threshold

#### 5%

You created a new FIFOHeap

threshold is 175000

percentage is 0.05

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.24493 % objects were updated successfully

0.0 % objects were created more than once

7,2239423 % objects cause dead error

Time taken 2 minutes

The program reads 97396 lines per second

#### 10%

You created a new FIFOHeap

threshold is 175000

percentage is 0.1

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.24493 % objects were updated successfully

0.0 % objects were created more than once

7,155143 % objects cause dead error

Time taken 2 minutes

The program reads 88604 lines per second

#### 15%

You created a new FIFOHeap

threshold is 175000

percentage is 0.15

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.24493 % objects were updated successfully

0.0 % objects were created more than once

7,2239423 % objects cause dead error

Time taken 2 minutes

The program reads 80245 lines per second

#### 20%

You created a new FIFOHeap

threshold is 175000

percentage is 0.2

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.210526 % objects were updated successfully

0.0 % objects were created more than once

7,49914 % objects cause dead error

Time taken 2 minutes

The program reads 83940 lines per second

#### 25%

You created a new FIFOHeap

threshold is 175000

percentage is 0.25

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.210526 % objects were updated successfully

0.0 % objects were created more than once

7,49914 % objects cause dead error

Time taken 2 minutes

The program reads 81267 lines per second

#### 30%

You created a new FIFOHeap

threshold is 175000

percentage is 0.3

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.210526 % objects were updated successfully

0.0 % objects were created more than once

7,53354 % objects cause dead error

Time taken 2 minutes

The program reads 79743 lines per second

### 200 MB Threshold

#### 5%

You created a new FIFOHeap

threshold is 200000

percentage is 0.05

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.24493 % objects were updated successfully

0.0 % objects were created more than once

7,155143 % objects cause dead error

Time taken 2 minutes

The program reads 100464 lines per second

#### 10%

You created a new FIFOHeap

threshold is 200000

percentage is 0.1

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.24493 % objects were updated successfully

0.0 % objects were created more than once

7,155143 % objects cause dead error

Time taken 2 minutes

The program reads 85630 lines per second

#### 15%

You created a new FIFOHeap

threshold is 200000

percentage is 0.15

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.24493 % objects were updated successfully

0.0 % objects were created more than once

7,155143 % objects cause dead error

Time taken 2 minutes

The program reads 83940 lines per second

#### 20%

You created a new FIFOHeap

threshold is 200000

percentage is 0.2

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.24493 % objects were updated successfully

0.0 % objects were created more than once

7,155143 % objects cause dead error

Time taken 2 minutes

The program reads 78276 lines per second

#### 25%

You created a new FIFOHeap

threshold is 200000

percentage is 0.25

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.27933 % objects were updated successfully

0.0 % objects were created more than once

7,0519433 % objects cause dead error

Time taken 3 minutes

The program reads 69721 lines per second

#### 30%

You created a new FIFOHeap

threshold is 200000

percentage is 0.3

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.24493 % objects were updated successfully

0.0 % objects were created more than once

7,155143 % objects cause dead error

Time taken 2 minutes

The program reads 78759 lines per second

#### 50%

You created a new FIFOHeap

threshold is 200000

percentage is 0.5

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.24493 % objects were updated successfully

0.0 % objects were created more than once

7,189543 % objects cause dead error

Time taken 3 minutes

The program reads 66453 lines per second

#### 100%

## LRU

### 50MB Threshold

#### 5%

You created a new LRUHeap

threshold is 50000

percentage is 0.05

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.320946 % objects were updated successfully

0.0 % objects were created more than once

21,775024 % objects cause dead error

Time taken 2 minutes

The program reads 82850 lines per second

#### 10%

You created a new LRUHeap

threshold is 50000

percentage is 0.1

9.597524 % objects cause not born error

90.40248 % objects were created successfully

80.804955 % objects were updated successfully

0.0 % objects were created more than once

22,875816 % objects cause dead error

Time taken 2 minutes

The program reads 86795 lines per second

#### 15%

You created a new LRUHeap

threshold is 50000

percentage is 0.15

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.320946 % objects were updated successfully

0.0 % objects were created more than once

23,907808 % objects cause dead error

Time taken 2 minutes

The program reads 94511 lines per second

#### 20%

You created a new LRUHeap

threshold is 50000

percentage is 0.2

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.11455 % objects were updated successfully

0.0 % objects were created more than once

25,1806 % objects cause dead error

Time taken 2 minutes

The program reads 93131 lines per second

#### 25%

You created a new LRUHeap

threshold is 50000

percentage is 0.25

9.597524 % objects cause not born error

90.40248 % objects were created successfully

79.532166 % objects were updated successfully

0.0 % objects were created more than once

26,246988 % objects cause dead error

Time taken 2 minutes

The program reads 73751 lines per second

#### 30%

You created a new LRUHeap

threshold is 50000

percentage is 0.3

9.597524 % objects cause not born error

90.40248 % objects were created successfully

78.50017 % objects were updated successfully

0.0 % objects were created more than once

27,313381 % objects cause dead error

Time taken 3 minutes

The program reads 55716 lines per second

### 75 MB Threshold

#### 5%

You created a new LRUHeap

threshold is 75000

percentage is 0.05

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16,959064 % objects cause dead error

Time taken 3 minutes

The program reads 63477 lines per second

#### 10%

You created a new LRUHeap

threshold is 75000

percentage is 0.1

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

17,199862 % objects cause dead error

Time taken 3 minutes

The program reads 63163 lines per second

#### 15%

You created a new LRUHeap

threshold is 75000

percentage is 0.15

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

17,234262 % objects cause dead error

Time taken 3 minutes

The program reads 60183 lines per second

#### 20%

You created a new LRUHeap

threshold is 75000

percentage is 0.2

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

17,234262 % objects cause dead error

Time taken 4 minutes

The program reads 53162 lines per second

#### 25%

You created a new LRUHeap

threshold is 75000

percentage is 0.25

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

17,819057 % objects cause dead error

Time taken 3 minutes

The program reads 58260 lines per second

#### 30%

You created a new LRUHeap

threshold is 75000

percentage is 0.3

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

17,303062 % objects cause dead error

Time taken 3 minutes

The program reads 69721 lines per second

### 100 MB Threshold

#### 5%

You created a new LRUHeap

threshold is 100000

percentage is 0.05

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16,33987 % objects cause dead error

Time taken 2 minutes

The program reads 73327 lines per second

#### 10%

You created a new LRUHeap

threshold is 100000

percentage is 0.1

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16,33987 % objects cause dead error

Time taken 3 minutes

The program reads 67867 lines per second

#### 15%

You created a new LRUHeap

threshold is 100000

percentage is 0.15

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16,443068 % objects cause dead error

Time taken 2 minutes

The program reads 76861 lines per second

#### 20%

You created a new LRUHeap

threshold is 100000

percentage is 0.2

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16,37427 % objects cause dead error

Time taken 2 minutes

The program reads 73327 lines per second

#### 25%

You created a new LRUHeap

threshold is 100000

percentage is 0.25

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16,33987 % objects cause dead error

Time taken 3 minutes

The program reads 63477 lines per second

#### 30%

You created a new LRUHeap

threshold is 100000

percentage is 0.3

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16,477468 % objects cause dead error

Time taken 3 minutes

The program reads 61047 lines per second

### 125 MB Threshold

#### 5%

You created a new LRUHeap

threshold is 125000

percentage is 0.05

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16,20227 % objects cause dead error

Time taken 4 minutes

The program reads 51035 lines per second

#### 10%

You created a new LRUHeap

threshold is 125000

percentage is 0.1

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16.20227 % objects cause dead error

Time taken 4 minutes

The program reads 43695 lines per second

#### 15%

You created a new LRUHeap

threshold is 125000

percentage is 0.15

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16.20227 % objects cause dead error

Time taken 3 minutes

The program reads 54063 lines per second

#### 20%

You created a new LRUHeap

threshold is 125000

percentage is 0.2

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16.23667 % objects cause dead error

Time taken 4 minutes

The program reads 52506 lines per second

#### 25%

You created a new LRUHeap

threshold is 125000

percentage is 0.25

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16.23667 % objects cause dead error

Time taken 4 minutes

The program reads 51865 lines per second

#### 30%

You created a new LRUHeap

threshold is 125000

percentage is 0.3

9.597524 % objects cause not born error

90.40248 % objects were created successfully

81.90575 % objects were updated successfully

0.0 % objects were created more than once

16.30547 % objects cause dead error

Time taken 4 minutes

The program reads 48698 lines per second

### 150 MB Threshold

#### 5%

You created a new LRUHeap

threshold is 150000

percentage is 0.05

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.17613 % objects were updated successfully

0.0 % objects were created more than once

7.017544 % objects cause dead error

Time taken 3 minutes

The program reads 53384 lines per second

#### 10%

You created a new LRUHeap

threshold is 150000

percentage is 0.1

9.597524 % objects cause not born error

90.40248 % objects were created successfully

84.17613 % objects were updated successfully

0.0 % objects were created more than once

7.189543 % objects cause dead error

Time taken 3 minutes

The program reads 59621 lines per second

#### 15%

You created a new LRUHeap

threshold is 150000

percentage is 0.15

9.597524 % objects cause not born error

90.40248 % objects were created successfully

83.38493 % objects were updated successfully

0.0 % objects were created more than once

10.560715 % objects cause dead error

Time taken 4 minutes

The program reads 52723 lines per second

#### 20%

You created a new LRUHeap

threshold is 150000

percentage is 0.2

9.597524 % objects cause not born error

90.40248 % objects were created successfully

82.83453 % objects were updated successfully

0.0 % objects were created more than once

14.035088 % objects cause dead error

Time taken 2 minutes

The program reads 74180 lines per second

#### 25%

#### 30%

### 175 MB Threshold

#### 5%

#### 10%

#### 15%

#### 20%

#### 25%

#### 30%

### 200 MB Threshold

#### 5%

#### 10%

#### 15%

#### 20%

#### 25%

#### 30%